Studio II
Home TV Programmer

TV Arcade III

Squash (1 Player)

Tennis (2 Players)

Instructions

This plug-in cartridge contains two exciting sports action games you can play with your RCA Studio II Home TV Programmer.

Cartridge 18V402

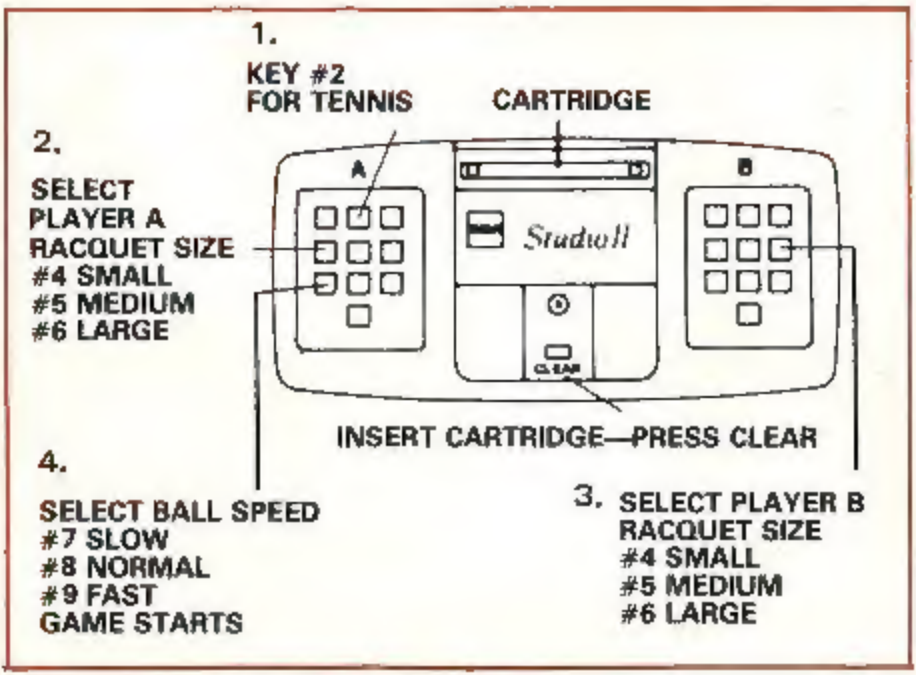
RCA

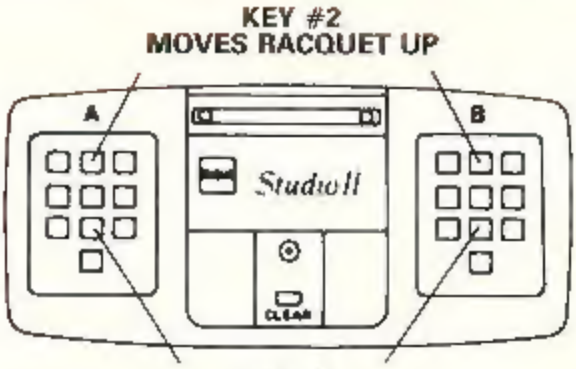
Tennis (2 Players)

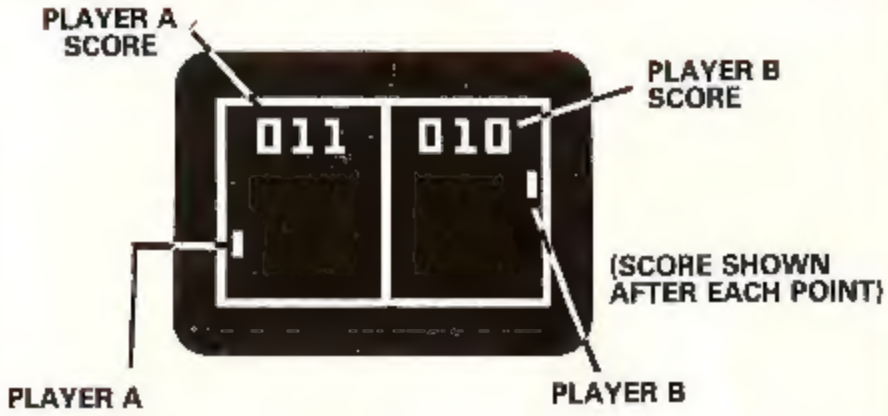
Studio II Tennis is an exciting, competitive game for two persons. The players determine the degree of difficulty by selecting small, medium or large racquet sizes, and slow, normal or fast ball speed. The smaller the racquet and the faster the ball, the more difficult the game will be. Players of higher ability can be handicapped for a more even game by using a smaller racquet than the opponent.

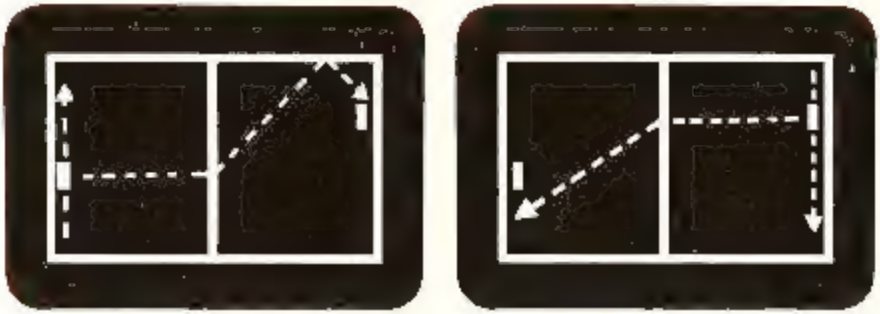
The feature that adds challenge and excitment to the game is "English" which can be put on the ball. If the ball is hit as the racquet is moving, it will curve rather than follow a straight trajectory, making it much more difficult for the other player to hit a return shot.

In Studio II Tennis, the ball is still in play when bounced off the sidelines.









TYPICAL EFFECT OF "ENGLISH". BALL MUST BE HIT WHILE RACQUET IS MOVING.

How to Play

1. Insert the cartridge into the Studio II Console.
   Press the CLEAR key.
   Press Key #2 on Keyboard A.
2. One player uses Keyboard A and the other player uses Keyboard B. Player A first selects a racquet size on his keyboard by pressing either Key #4—small, Key #5—medium, or Key #6—large. Then, player B selects his racquet size on Keyboard B in the same manner.
3. Select ball speed and start game by pressing Key #7, #8, or #9 on Keyboard A. Use Key #7 for slow ball speed, Key #8 for normal ball speed, or Key #9 for fast ball speed.
4. Players control their racquets with keys #2 and #8 on their keyboard. Key #2 moves the racquet up and Key #8 moves the racquet down. Continue pressing the key to keep the racquet moving in the desired direction.

Scoring

In Studio II "Tennis", each player scores one point each time his opponent fails to return the ball. The score is kept automatically and will be displayed each time a point is scored. Following a point, the ball will be served from the end where the point was scored. The winner is the first player to score 21 points or more and leads the opponent by at least two points.

If neither player leads by two points when the score of 21 is reached, the game will continue until one player scores two more points than his opponent, or until a score of 200 is reached.

Racquet movement will hesitate briefly as point is scored.

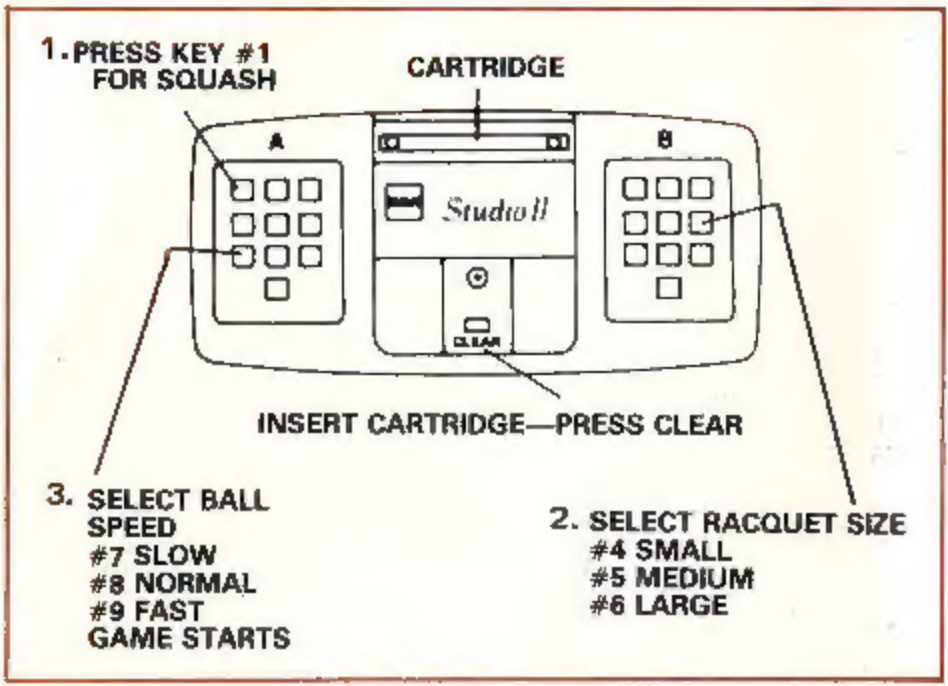
Tennis Hints

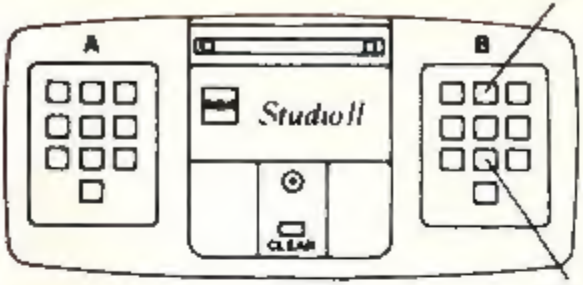
- Move your racquet as soon as possible to where you think the ball will be. As in a real tennis or squash game, it takes a certain amount of time to move from one side of the court to the other. You must anticipate the ball's path to get in position in time to make the return shot.
- After you hit the ball, immediately return the racquet to the center of the screen so that you'll be ready to move in either direction to make the next shot.
- With experience, you will be able to put "English" on the ball by hitting it with a moving racquet. The ball will curve in the direction the racquet is moving.
- By pressing Key #0 on either Keyboard after a point is scored, you can temporarily stop the match for a "time out" between serves. Resume play be again pressing the same Key #0 used to stop the game.

Squash (1 Player)

Studio II Squash is a fast-moving, exciting game for one player. As in a real squash game, the ball is played on the rebound off the opposite wall or either sideline. In a way, it's a tougher game than Tennis because there is no opponent to miss the ball—it always bounces back and it's up to you to hit it.

As in Studio II Tennis, you can select small, medium, or large racquet size, or slow, normal or fast ball speed. Also, the ball will have "English" and curve if you hit it while the racquet is moving.





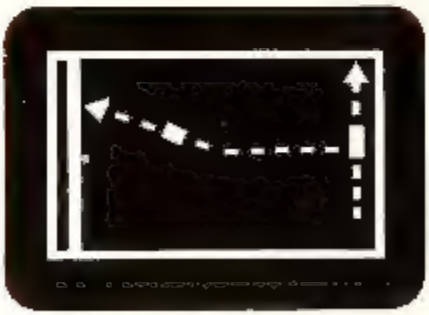
KEY #2
MOVES RACQUET UP

KEY #8
MOVES RACQUET DOWN

MISSES

SHOTS COMPLETED

SCORING (SHOWN AFTER EACH MISS)



TYPICAL EFFECT OF "ENGLISH". BALL MUST BE HIT WHILE RACQUET IS MOVING.

How to Play

1. Insert the cartridge into the Studio II Console.
   Press CLEAR key.
   Press Key #1 on Keyboard A.
2. Select racquet size on Keyboard B by pressing either Key #4—small, Key #5—medium, or Key #6—large.
3. Select ball speed and start game by pressing Key #7, #8, or #9 on Keyboard A. Use Key #7 for slow ball, Key #8 for normal ball speed, and Key #9 for fast ball speed. The first ball will be served from the left side of the court.
4. Player uses Keyboard B. Key #2 moves the racquet up, Key #8 moves the racquet down.

Scoring

In Studio II Squash, there are actually two scores. the score displayed at the top left indicates the number of shots missed, while the score at the top right indicates the number of completed volleys. The game lasts until 21 shots are missed, or 200 volleys are made. The challenge is to return as many shots as you can before the 21 shots are missed.

Each time the ball is missed, the score will be displayed, then the ball will be served from the right side of the court.

Racquet movement will hesitate briefly as point is scored.

Note: *If you reach the top score of 200, the game is over. The court will disappear and a random pattern will be seen. Press the CLEAR button to clear the screen.*

Squash Hints

- Move your racquet as soon as possible to where you think the ball will be. As in a real tennis or squash game, it takes a certain amount of time to move from one side of the court to the other. You must anticipate the ball's path to get in position in time to make the return shot.
- After you hit the ball, immediately return the racquet to the center of the screen so that you'll be ready to move in either direction to make the next shot.
- With experience, you will be able to put "English" on the ball by hitting it with a moving racquet. The ball will curve in the direction the racquet is moving.
- By pressing Key #0 on either Keyboard after a point is scored, you can temporarily stop the match for a "time out" between serves. Resume play be again pressing the same Key #0 used to stop the game.

Note: *If the metal contact strips on the cartridge become dirty or discolored, this could affect the cartridge operation. These strips can be cleaned easily by gently rubbing them with a pencil eraser. Remove eraser residue before inserting cartridge.*

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SPS-3120

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